

.T.i.m.e.S.p.h.e.r.e.s. / 1997-98

\\Collaborative site

@mp, Felipe Secco & Brian Mackern

Original URL (discontinued):

<http://www.internet.com.uy/amp/TimeSpheres/>

Recovered and republished at:

<http://netart.org.uy/artchives/amp/TimeSpheres/>

and

<http://amp.uy>

Brian Mackern

September, 2022, Montevideo.

<http://netart.org.uy/artchives/>

Designed as a minisite for a call for netart pieces as part of the activities around the XII Bienal del Grabado de San Juan de Puerto Rico (feb-sept 1998). This piece incorporates some complex elements to recover, mainly the RealPlayer G2¹ (v6, 1998) plugin, and also the need to find out which JAVA engine was used at that moment. Because of the continuous acceleration of updates at that time, close versions sometimes differed (or actually didn't work at all) in interpreting the java applets and classes. For this recovering, a more practical JAVA SE 6 U22 version was used. Although it is more "modern" (December 2006²) for the time of the netart piece was done (1998), I found out that this version worked very well and was more stable for the emulator used³.

The site has little interactions and was thought as a straightforward gallery of "net scenes" or "ambients" as @mp used to called them. Differently with what we were working on and researching at that time, it doesn't use random pages scripts, or hypertext mazes, intricate navigations, etc. It was thought a bit for a "wider public". Maybe it was the first time that we discussed this kind of things, about who will be using our pages. It was more common not to think much about the visitors to our sites, and just combine confusing ways of navigation with automatic refreshes to random pages, etc. this way the user has interaction but also never knows for sure witch interaction was made.

TimeSpheres was the first site in which I explored the possibilities of presentation mode from Real Media. This solution (pre MMFlash) had a very interesting approach. Through

¹ Real Audio (G2 v6, 1998)

Reproducible en PC IExplorer 5.5 plugins de RealPlayer de la época, Win 98/XP.

² Platform SE 6 U22 used. Last engine which did work with this files?

https://en.wikipedia.org/wiki/Java_version_history

³ VirtualBox 6.1.3 WINXP IE v5.5

a tool called RMMerge⁴ you could actually embed URL marks into the audio. As you listen to the audio embedded on a page, through this audio you could send URL orders, mainly to open other pages. My approach was to have a nested frameset in which a central page had the audio redirecting to other pages within the same frameset, it worked synchronized with the audio in a very smooth way. It was a little pain to produce it and it was needed that the user downloaded the plugin, but nevertheless a very interesting solution. Another possibility could have been Shockwave but the plugin was too heavy to download, something that panicked the common users due to restrictions in velocity and the cost of using landline modems in 1998. Afterwards came Flash with lots of cool features, and also very small plugins, everything turned to be more easy to do, but in 1998 it wasn't developed enough⁵.

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t i m e s p h e r e s

*pagina en saludo a la xii bienal del grabado de san juan de puerto rico
(alcides martinez-felipe secco-brian mackern)*

descomprima timespheres.zip en una carpeta y cliquee en index.htm

opening screen for timespheres.exe, offline version

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Esferas temporales Felipe Secco
Estructuración sonora/html Brian McKern
Diseño-Web Alcides Martínez Portillo

Tech req:

*Este sitio ha sido pensado para ser visto en una resolución de 600X800 pixeles.
Por favor adecue su monitor a esa resolución antes de continuar.
Es necesaria una tarjeta de sonido y Real Audio plugin
Puedes obtener Real Player gratis clickeando sobre el logo*

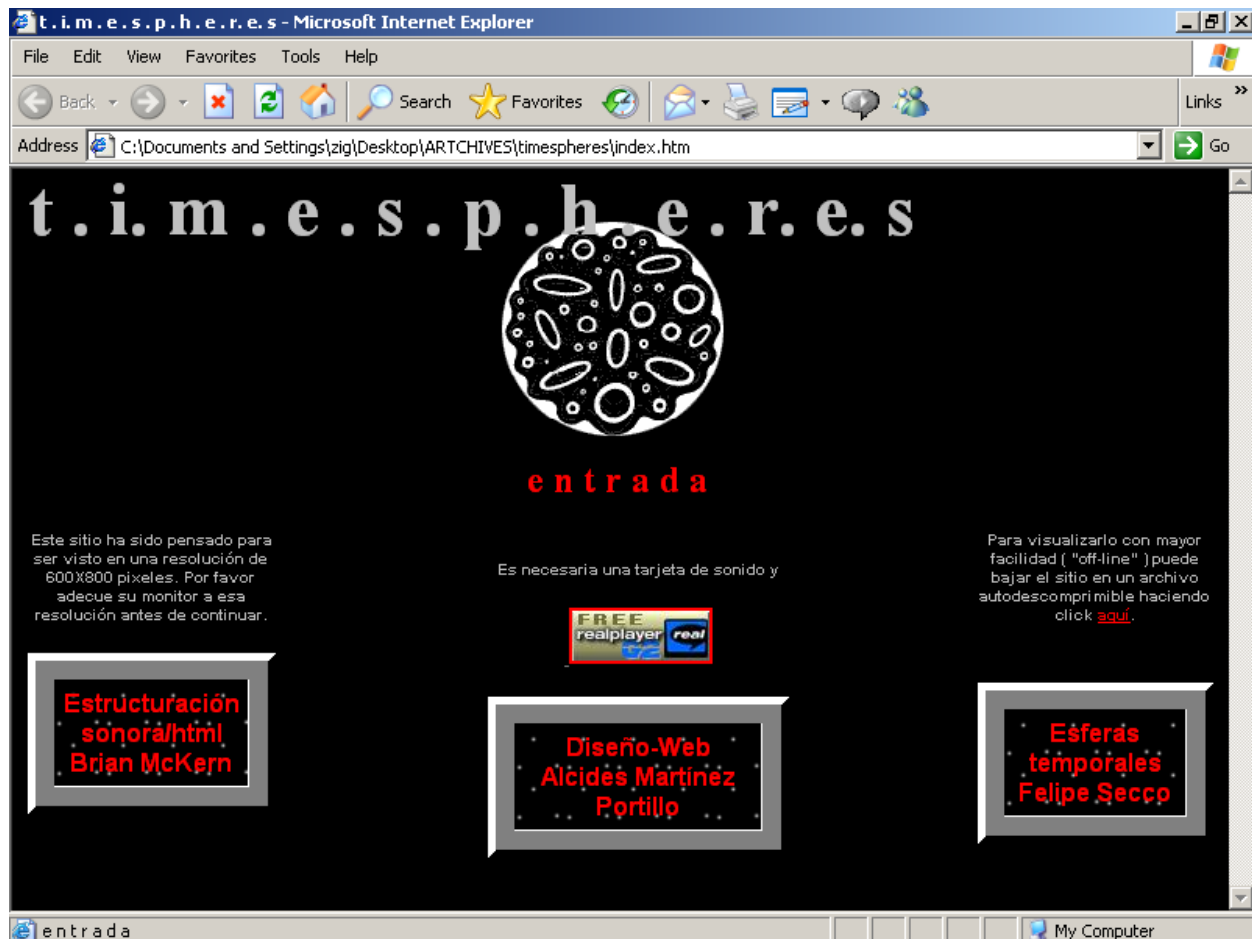
⁴ <https://www.encyclopedia.com/economics/encyclopedias-almanacs-transcripts-and-maps/realnetworks-inc>
RealAudio 5.0 uses the RMMerge tool to generate timeline files. To create a synchronized media presentation with RealAudio 5.0, follow these two steps: Using a text editor, create an input events file specifying the display time for each URL, title, author, or copyright. After creating a text version of the input events file, generate an output presentation file. This is done with the rmmerge.exe tool that comes with RealEncoder 5.0 and RealPublisher 5.0.

⁵ <https://www.mediacollege.com/adobe/flash/player/version/>

Flash Player Version
Release Date
Notable New Features

Flash 2
1997

Buttons, libraries, stereo audio, improved bitmap integration, tweening.
Note: This was the first player released under the Macromedia brand.



The site has a landing page that has some information of technical requirements needed to be “experienced”. There is also a link to download the offline version of the site as a whole, as a zipped file that includes an executable file that directly triggers the site to be viewed offline.⁶

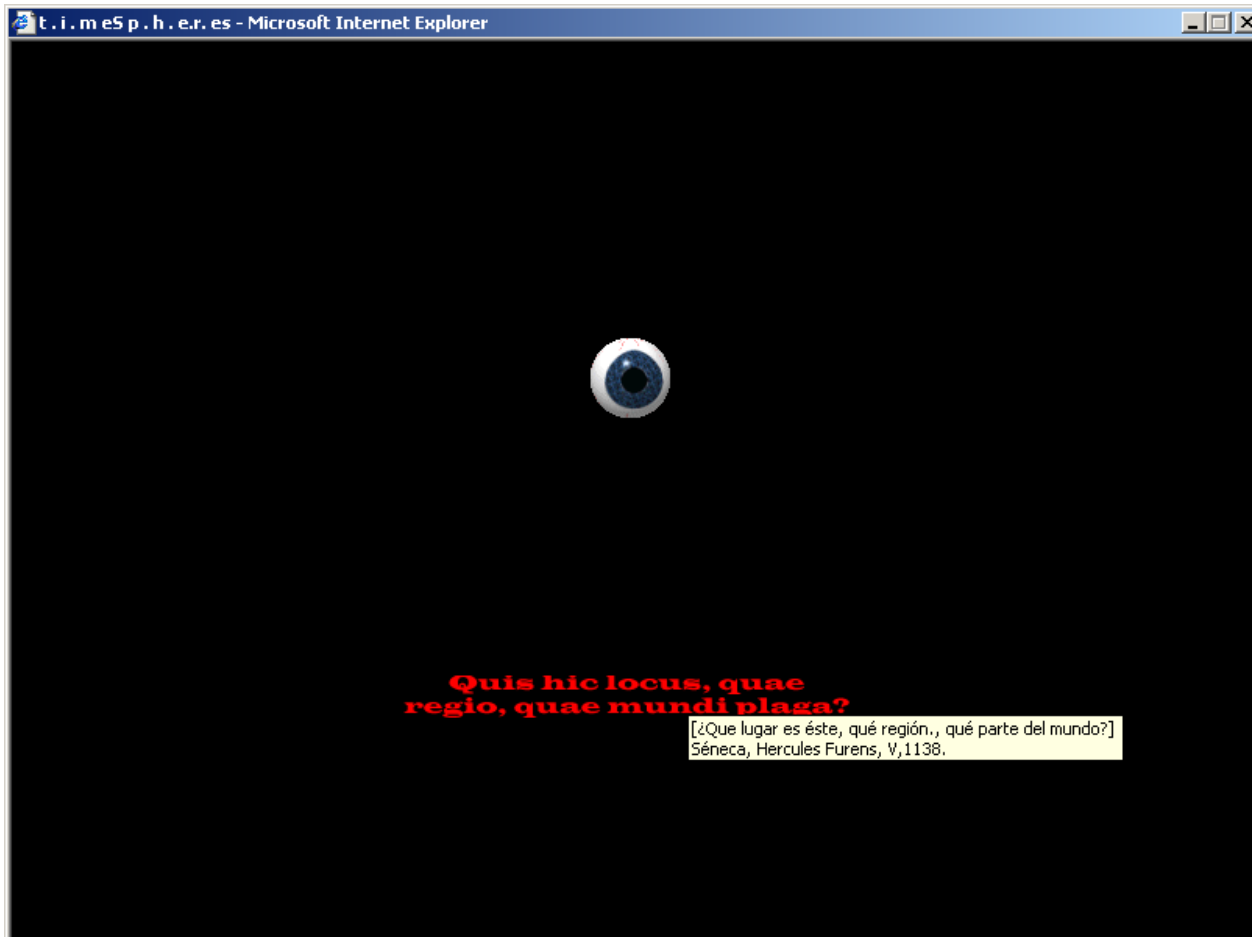
From this page the user clicks and everything goes fullscreen. From then on, the site starts to be experienced. The first screen is the presentation with an embedded JAVA applet which works as a water mirror effect. This presentation has an rm audio with a URL refresh embedded (It is also possible to click your way through, just in case the plugin didn’t work).

⁶ Para visualizarlo con mayor facilidad ("off-line") puede bajar el sitio en un archivo autodescomprimible haciendo click aquí.

timesheres.exe , 978Kb

Still available here:

<http://www.internet.com.uy/vibri/artefactos/timespheres.exe>

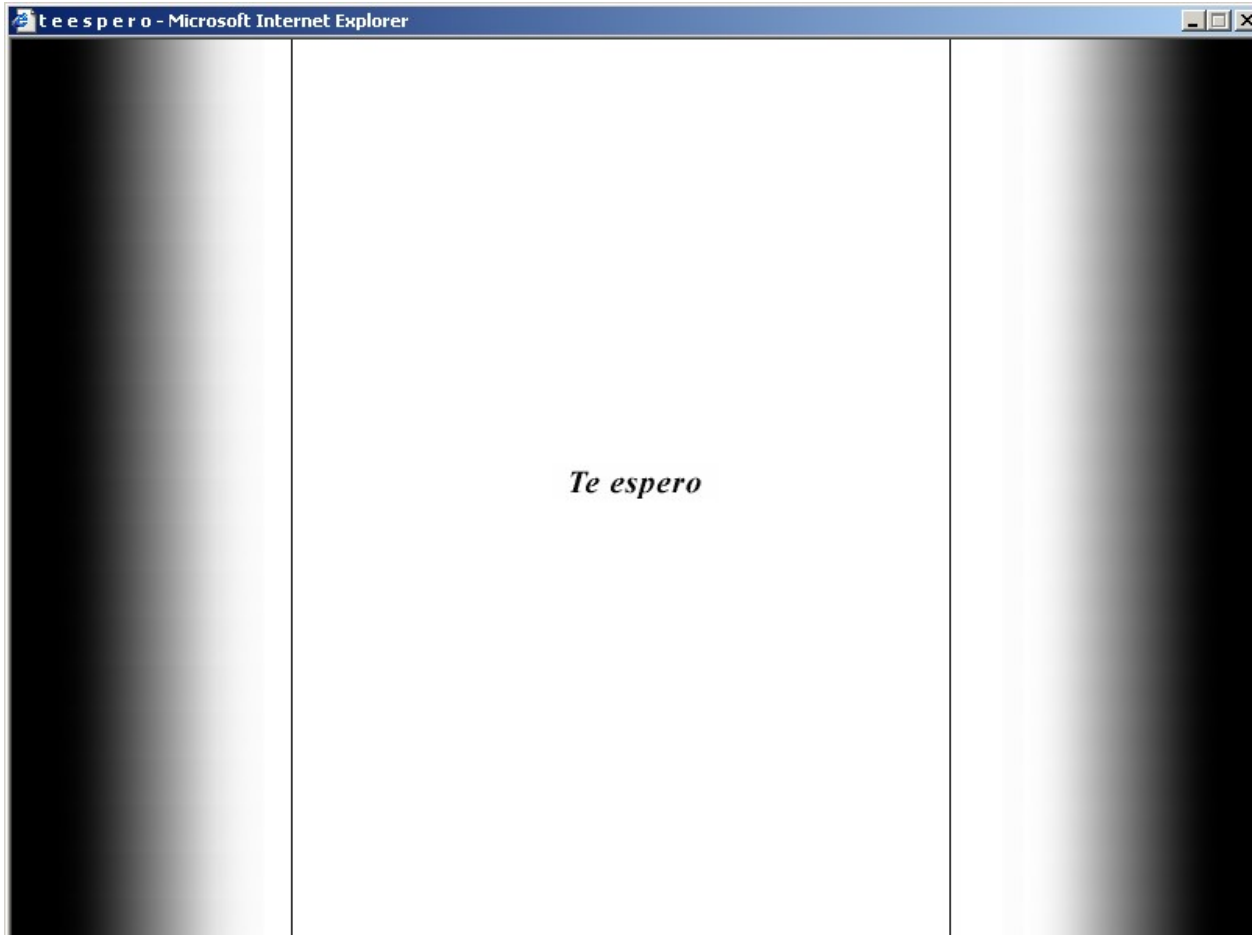


The next page is another frameset where you need to wait, it has an auto refresh order for some seconds and there is not a clickable link present, until it appears. The ALT text of the image of the same phrase in latin, tells us a bit about the site and netart in general:

*Which place is this? Which region? Which part of the word?
Seneca, Hercules Furens, V1138*

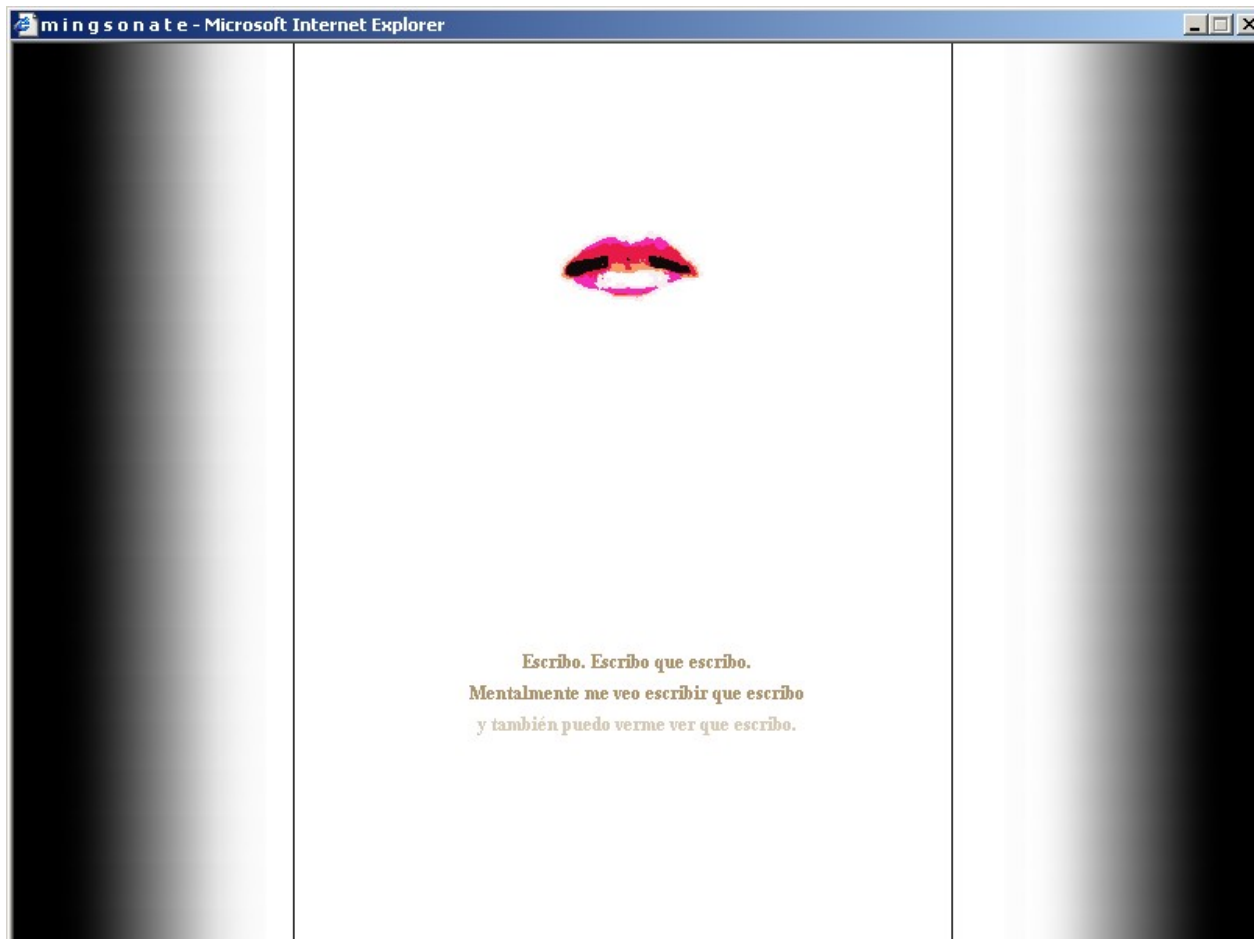
The third ambience is a nested frameset with an automatic repetition of the phrase “Te Espero. Si no venis Vos No viene nadie” (“I’m waiting for you, if you don’t come, nobody will”)

It had a very nostalgic and solitude effect, and also tells a bit about the feelings of an internaut while navigating the web. The individual experience of hypertext browsing.



From then on appears another frameset that has Real Media audio with an embedded URL refresh of an audio called ming.rm composed mainly with chinese pronunciation of numbers taken from an Encarta 98 encyclopedia⁷. On another frame a JAVA applet scrolls through a marquee the text “El grafografo” by Salvador Elizondo, 1972.

⁷ https://es.wikipedia.org/wiki/Microsoft_Encarta



EL GRAFÓGRAFO

a Octavio Paz

Escribo. Escribo que escribo. Mentalmente me veo escribir que escribo y también puedo verme ver que escribo. Me recuerdo escribiendo ya y también viéndome que escribía. Y me veo recordando que me veo escribir y me recuerdo viéndome recordar que escribía y escribo viéndome escribir que recuerdo haberme visto escribir que me veía escribir que recordaba haberme visto escribir que escribía y que escribía que escribo que escribía. También puedo imaginarme escribiendo que ya había escrito que me imaginaría escribiendo que había escrito que me imaginaba escribiendo que me veo escribir que escribo.

Published in 1972, *El grafógrafo*⁸ is a reflection on writing and the writing act by itself, a paragraph from where you can't go beyond what it actually says, it also feels infinite, a kind of trap built around language, it has an inside "fractal" feel. I find that it's a language operation very much alike Borges.

When the sound ends it tells the page to go to the next frameset which has 4 possible links:

Infinito fractal, Infinito poetico, Infinito del eterno retorno, and Credits.

⁸ **Salvador Elizondo Alcalde** (Ciudad de México; 19 de diciembre de 1932-29 de marzo de 2006)

These links are marked by GIF images made from photographs of paintings by Felipe Secco, a very well known local artist close to @mp, that at that time was very much into painting circular works that looked like signs, symbols, Mandalas.⁹

Infinito fractal

The first link is called Infinito Fractal (Fractal infinite)

It's a fairly complex frameset whose elements (0 and 1 hyperlinked text numbers) direct to more framesets inside the original one, thus producing the effect of a video feedback, but also reflecting on the fractalization feeling of recursive online navigations. The midi music was composed using an old free software called FractMus¹⁰. Algorithm Music was something we were very much into at that time.

The final link opens up the page to arrive safely to the "Infinities menu".

⁹ Felipe Secco (Montevideo, 1964)

<http://www.museos.gub.uy/arteactivo/item/secco-felipe.html>

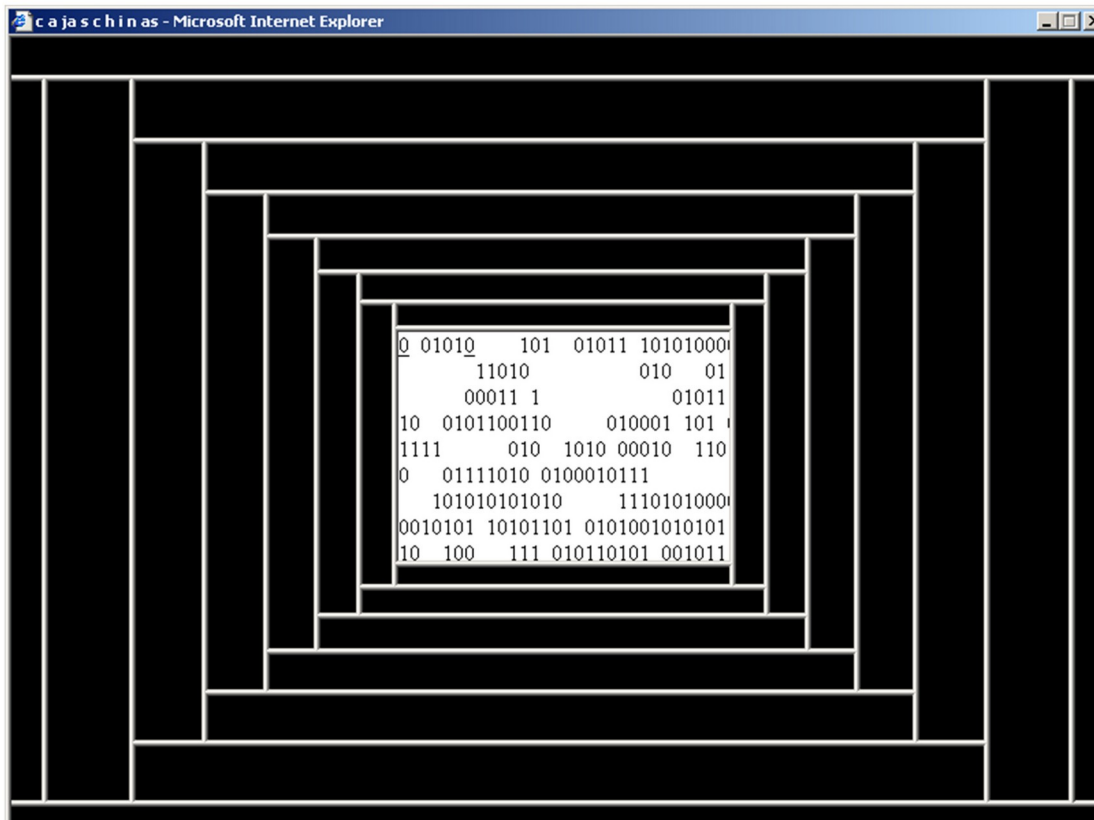
about his "Mandalas": http://cartelera.uruguaytotal.com/mas_info.php?id=2369

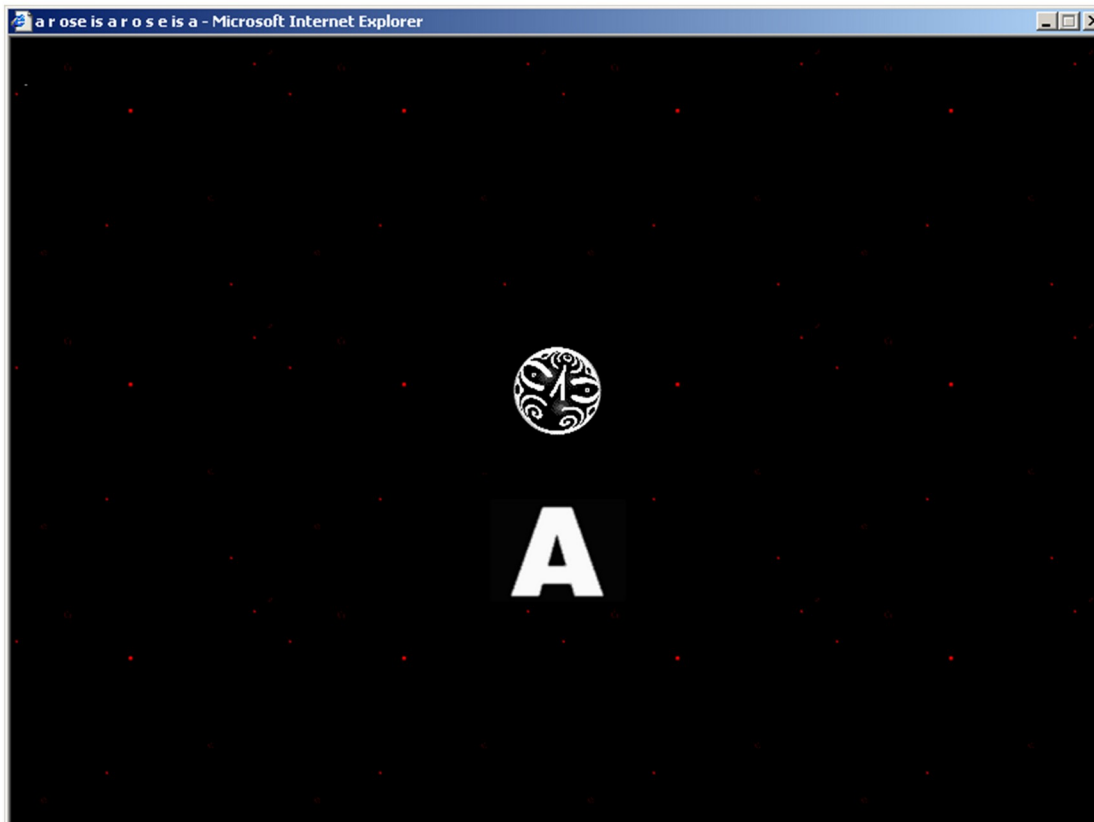
¹⁰ FractMus is a freeware algorithmic composition tool developed by Gustavo Díaz-Jerez

<https://fractmus.com/>

More MIDI examples of fractal music by Brian Mackern and Claudio Martinez

<http://www.internet.com.uy/vibri/fractamus.htm>





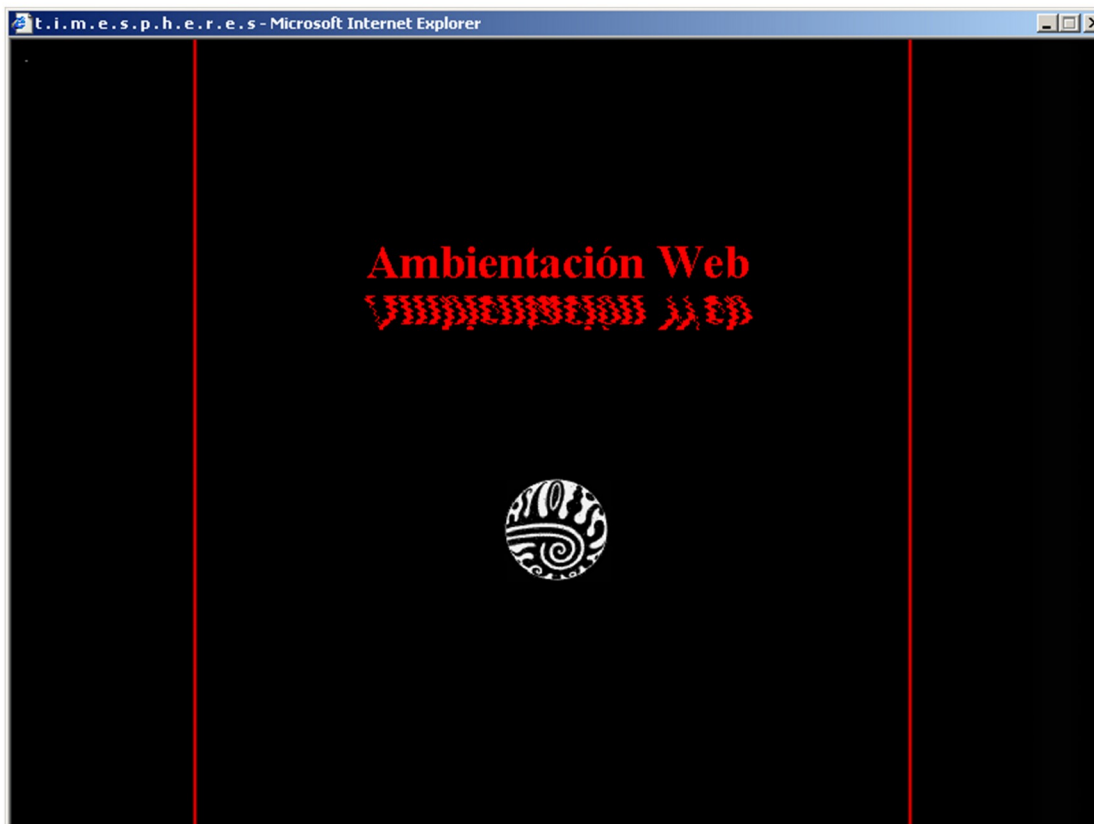
Infinito poético (Poetic infinite)

This page reflects something @mp was researching a lot (although maybe this is not the best example of his research) which was digital poetry. He used an animated gif of the letters that forms Gertrude Stein's well known line "A rose is a rose is a rose".¹¹ The gif is accompanied by a surrealistic song improvised and sung by Victoria Rodriguez, and processed by Mackern.

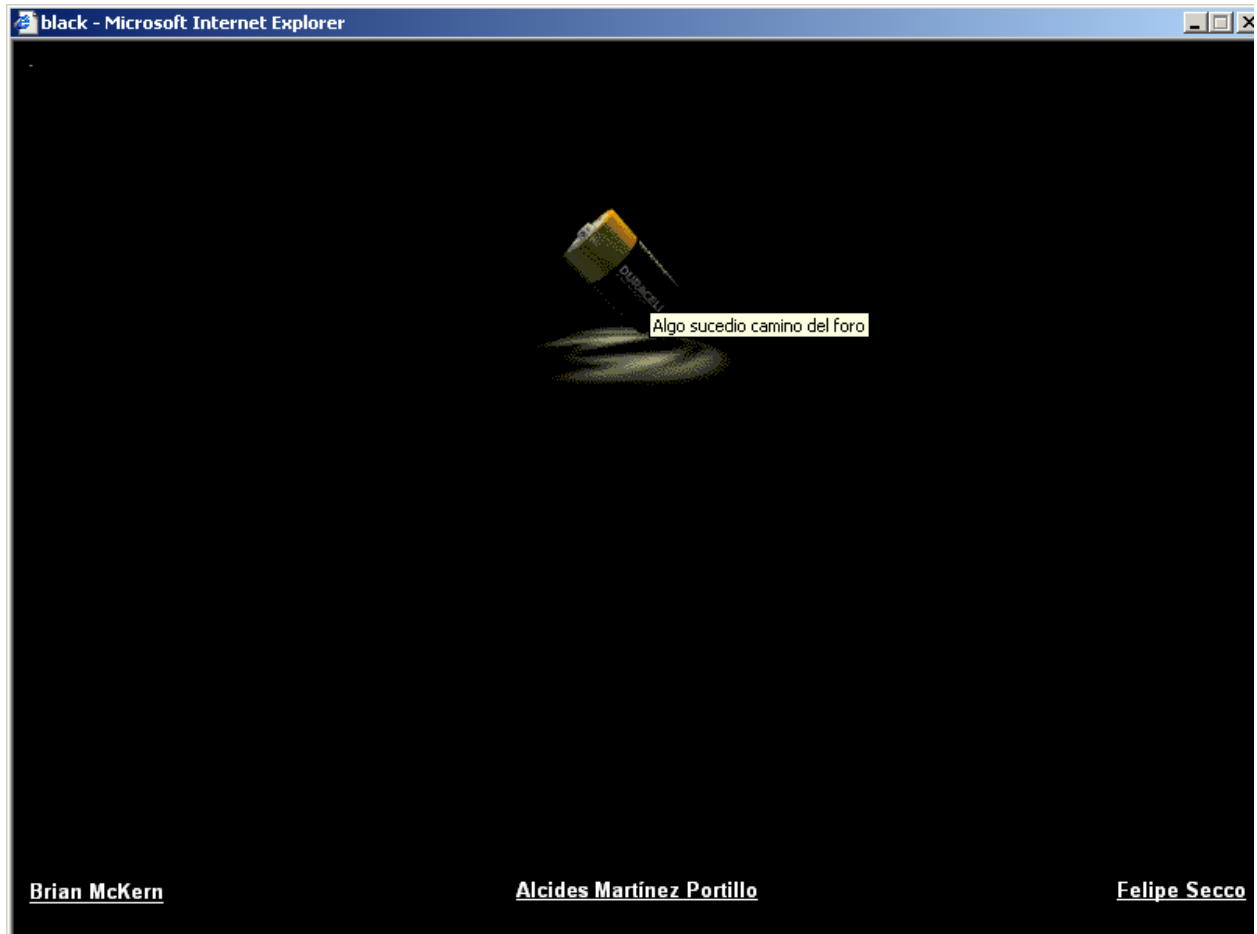
Infinito del eterno retorno (Infinity of the eternal return)

This link just goes to the first page of the site and everything starts again, as in an eternal return.

¹¹ A rose is a rose is a rose, Gertrude Stein, 1913 *"In Stein's view, the sentence expresses the fact that simply using the name of a thing already invokes the imagery and emotions associated with it."*
https://en.wikipedia.org/wiki/Rose_is_a_rose_is_a_rose_is_a_rose



redits:



The credits section opens three different pages with cvs referring to the participants of this collaborative project. It has a background music sung and processed by Mackern which addresses some verses that could be from Cortazar or Bioy Casares (the reference has been lost) *"Tu lengua, pez rojo en el acuario de tu voz"*. There is an animated gif of a battery spinning (an appropriation, undoubtedly) with an ALT text (it triggers on mouseover) which says "Algo sucedio camino al foro", "Something happened on our way to the forum." It was an inside joke between Alcides and me about discussions that were happening in different forums, the first online fights between "netartists" and "artists", the difficulties on accepting netart as part of the art system.

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FILES FOUND IN DIRECTORY

HTML files

55 .htm files

Images:

24 .gif files

2 .jpg files

REAL MEDIA

5 .rpm files

5 .rm files

1 .wav file

JAVA

1 .vac file

2 .class files

TXT

1 .txt file (instructions)

Directory of: E:\ALCIDES DISCO PAOLO\timespheres*. *
 22/08/2022 6:58pm Sorted by Extension
 Levels: All Date: Modified

E:\ALCIDES DISCO PAOLO\timespheres

CreditRoll.class	Archivo CLASS	7,208	04/05/1998	8:06pm
watermessenger.class	Archivo CLASS	8,385	03/04/1998	7:07pm
bocas3.gif	Archivo GIF	11,746	29/08/1998	10:05pm
bocashut.gif	Archivo GIF	561	29/08/1998	10:11pm
bola5.gif	Archivo GIF	7,067	07/05/1998	1:44am
ciel.gif	Archivo GIF	1,013	04/05/1998	8:06pm
creditos.gif	Archivo GIF	494	04/05/1998	8:06pm
cubo.gif	Archivo GIF	16,013	17/05/1998	5:32pm
esfe2.gif	Archivo GIF	9,068	04/05/1998	8:06pm
esfe3.gif	Archivo GIF	9,882	04/05/1998	8:06pm
esfe4.gif	Archivo GIF	9,599	04/05/1998	8:06pm
esfe5op.gif	Archivo GIF	15,514	04/05/1998	8:06pm
esfern1.gif	Archivo GIF	10,794	04/05/1998	8:06pm
estr.gif	Archivo GIF	3,682	04/05/1998	8:06pm
linea_w.gif	Archivo GIF	158	07/05/1998	1:43am
nadie.gif	Archivo GIF	501	04/05/1998	8:06pm
noviene.gif	Archivo GIF	561	04/05/1998	8:06pm
ojomov.gif	Archivo GIF	26,986	04/05/1998	8:06pm
pila.gif	Archivo GIF	27,412	04/05/1998	8:06pm
quelugar.gif	Archivo GIF	1,884	04/05/1998	8:06pm
realoop.gif	Archivo GIF	7,891	04/05/1998	8:06pm
ros.gif	Archivo GIF	1,072	04/05/1998	8:06pm
rose_ch.gif	Archivo GIF	2,937	07/05/1998	1:44am
solcito.gif	Archivo GIF	4,699	04/05/1998	8:06pm
tesperoo.gif	Archivo GIF	1,654	04/05/1998	8:06pm
zcubo.gif	Archivo GIF	12,362	04/05/1998	8:06pm
abajo_negra.htm	HTML Document	160	30/08/1998	11:57am
arriba_negra.htm	HTML Document	104	30/08/1998	11:57am
arriba_negra1.htm	HTML Document	235	30/08/1998	11:58am
black.htm	HTML Document	610	30/08/1998	11:58am
blackabajo.htm	HTML Document	1,584	30/08/1998	1:11pm
blackarriba.htm	HTML Document	966	30/08/1998	12:41pm
blanca.htm	HTML Document	642	30/08/1998	12:01pm
blanca1.htm	HTML Document	253	30/08/1998	12:01pm
blancaarriba.htm	HTML Document	383	30/08/1998	11:57am
centrocaja.htm	HTML Document	10,260	30/08/1998	12:03pm
centrocaja1.htm	HTML Document	10,261	30/08/1998	12:02pm
centrocaja2.htm	HTML Document	10,261	30/08/1998	12:02pm
centrocaja3.htm	HTML Document	10,261	30/08/1998	12:02pm
centrocaja4.htm	HTML Document	10,261	30/08/1998	12:02pm
centrocaja5.htm	HTML Document	10,260	30/08/1998	12:02pm
centrocaja6.htm	HTML Document	10,250	30/08/1998	12:02pm
centrocajasalida.htm	HTML Document	10,899	30/08/1998	12:03pm
china.htm	HTML Document	741	30/08/1998	12:01pm
china1.htm	HTML Document	742	30/08/1998	12:04pm
china2.htm	HTML Document	742	30/08/1998	12:03pm
china3.htm	HTML Document	742	30/08/1998	12:03pm
china4.htm	HTML Document	742	30/08/1998	12:03pm
china5.htm	HTML Document	742	30/08/1998	12:04pm
china6.htm	HTML Document	742	30/08/1998	12:03pm
china7.htm	HTML Document	747	30/08/1998	12:04pm
chinson.htm	HTML Document	1,008	30/08/1998	12:04pm
cualci.htm	HTML Document	9,033	30/08/1998	12:06pm
cubo.htm	HTML Document	1,926	30/08/1998	12:05pm

cubrian.htm	HTML Document	3,032	30/08/1998	1:21pm
cusecco.htm	HTML Document	1,554	30/08/1998	12:07pm
derecha_negra.htm	HTML Document	162	30/08/1998	12:07pm
donde.htm	HTML Document	1,105	30/08/1998	12:07pm
dondeabajo.htm	HTML Document	603	30/08/1998	12:07pm
embed1.htm	HTML Document	601	30/08/1998	12:05pm
indesuno.htm	HTML Document	312	30/08/1998	12:08pm
index.htm	HTML Document	6,171	03/09/1998	11:37am
index1.htm	HTML Document	1,076	30/08/1998	12:11pm
index2.htm	HTML Document	737	30/08/1998	12:13pm
index3.htm	HTML Document	1,988	30/08/1998	12:13pm
indexcuatro.htm	HTML Document	289	30/08/1998	12:13pm
indexdos.htm	HTML Document	471	30/08/1998	12:12pm
indexuno.htm	HTML Document	842	30/08/1998	12:12pm
inice.htm	HTML Document	476	30/08/1998	12:12pm
izquierda_negra.htm	HTML Document	191	30/08/1998	12:12pm
jabajo.htm	HTML Document	804	30/08/1998	12:12pm
medio.htm	HTML Document	549	30/08/1998	12:17pm
mediol.htm	HTML Document	520	30/08/1998	12:14pm
medio2.htm	HTML Document	539	30/08/1998	12:14pm
medio3.htm	HTML Document	329	30/08/1998	12:15pm
negra_10_segundos.htm	HTML Document	543	30/08/1998	12:15pm
pila.htm	HTML Document	639	30/08/1998	12:15pm
puerta.htm	HTML Document	1,964	30/08/1998	12:26pm
rosa.htm	HTML Document	1,177	30/08/1998	12:31pm
samesize.htm	HTML Document	730	03/09/1998	11:45am
times.htm	HTML Document	780	30/08/1998	12:14pm
fondo_blanco_con_2_bordes_esfumados.jpg	Archivo JPG	3,183	05/05/1998	10:32am
bajos.mid	MID Audio File	1,667	04/05/1998	8:06pm
mustard.mid	MID Audio File	889	29/09/1997	4:46pm
perc.mid	MID Audio File	959	17/05/1998	4:55pm
rapid.mid	MID Audio File	2,139	17/05/1998	4:56pm
tespero.mid	MID Audio File	122	04/05/1998	8:06pm
tespero3.mid	MID Audio File	2,325	04/05/1998	8:06pm
TESPER04.MID	MID Audio File	2,398	04/05/1998	8:06pm
tubular.mid	MID Audio File	1,728	17/05/1998	4:57pm
zarpy.mid	MID Audio File	2,171	04/05/1998	8:06pm
china.rm	RM Video File	58,495	04/05/1998	8:06pm
fractal.rm	RM Video File	53,123	06/05/1998	12:14am
frufriu.rm	RM Video File	74,114	30/04/1998	2:45pm
ming.rm	RM Video File	135,202	04/05/1998	8:06pm
tu_lengua.rm	RM Video File	157,018	04/05/1998	8:06pm
china.rpm	Archivo RPM	43	04/05/1998	8:06pm
fractal.rpm	Archivo RPM	15	05/05/1998	9:37pm
frufriu.rpm	Archivo RPM	14	30/04/1998	2:49pm
mingsonate.rpm	Archivo RPM	12	04/05/1998	8:06pm
tulengua.rpm	Archivo RPM	36	04/05/1998	8:06pm
instrucciones.txt	Documento de texto	210	27/09/1998	12:28am
watermessenger2.vac	Archivo VAC	483	03/04/1998	7:07pm
frufriu.wav	WAV Audio File	770,174	31/08/1998	11:15am

104 files; 1,599,404 bytes

Total: 1 directories; 104 files; 1,599,404 bytes